GREEN RONIN PUBLISHING

TEN NEW STUDENTS FROM OTHER LANDS

MUTANTS & MASTERMINDS

HERO HIGH EXCHANGE STUDENTS

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M&M SUPERLINK

HERO HIGH EXCHANGE STUDENTS

A GREEN RONIN PRODUCTION
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Introduction

This *Mutants and Masterminds* supplement offers Gamemasters a total of ten possible exchange students for their *Hero High* game. Each student is built at PL8/120 pp making them both ready-to-play characters for players in *Hero High* as well as potential fellow NPC students under Gamemaster control.

The students make use of the Attack/Defense trade-off rule to adjust maximum attack, defense, damage, and Toughness save bonuses. Skills are listed with the number of ranks after the skill name and the total skill bonus listed in parenthesis. For example: Bluff 5 (+8), means the character has 5 ranks of Bluff and a total bonus of +8 when making Bluff checks.

PL 8 is considered the default starting level for a *Hero High* game and each of the students represented in this supplement are assumed to be in their sophomore or junior year at Claremont. Players desiring to play freshmen should lower their students' traits to PL7/105 pp while those wishing to play seniors should increase the students' traits to PL 9/135. Gamemasters, although free to use the students as written, may wish to either increase or decrease both the students' PL and pp (together or separately) to fit their game as needed.

Student Roll

The following students are present in this supplement:

- **Agent H –** Erde's Hope Rogers knows the reach of the Reich is long indeed
- **Caryatid –** Hailing from Anti-Earth, Francoise Gravois knows being a hero is deadly business.
- **Emissary –** Xymert honors his father even as he realizes he may never see Utopia again.
- **Gladiator –**Marius Agrippa is a Terra Roman marketer's dream.
- **Mystery Mutt –** Ruh-row! Rex Hound stumbled onto Earth-Prime from Ani-Earth, and it hurt!
- **Prometheus –** Freed from Omega's grip, Prometheus struggles to develop an identity.
- **Raptor** – Falcus' classmates call him "The Arrogant Avian" for a reason.
- **Sleet-Saru** – Earth Ape's Sachi Nakamura can't help giving others the cold shoulder.
- **Star of Africa** –Edet Cherono is sponsored by the White Lion himself.
- **Zarana** – Zandar's little girl just wants to have fun.

AGENT H

POWER LEVEL 8

Real Name: Hope Rogers	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Anti-Earth
Height: 5'0"	**Eyes:** Brown
Weight: 95 lbs.	**Hair:** Brown

Born to a family of malnourished farmers in *Reichsgau Pennsylvania*, Hope appeared destined to provide food for the Master Race like her parents. But then a dying resistance operative, pursued by Nazi cybertanks, took refuge at her family's farm. Knowing the penalty for harboring him was death, the operative gave Hope an injection that enabled her to telepathically halt the cybertanks and allow her family to flee. But with no one to destroy the tanks, Hope remained locked in her telepathic struggle until the next day, when a resistance squad came by, destroyed the tanks, and rescued the by now catatonic girl. Hope remained in a coma for months. When she finally emerged, the ability to knock out the Nazi war machines had become a part of her. She also learned her family had not escaped after all.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+3	+4	+0
10	14	12	16	18	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*/+1**	+4	+5	+8

* Flat-footed, ** without armor

Skills: Bluff 6 (+6), Climb 2 (+2), Computers 4 (+7), Concentration 8 (+12), Drive 2 (+4), Knowledge (technology) 4 (+7), Notice 6 (+10), Pilot 2 (+4), Ride 2 (+4), Search 4 (+7), Stealth 6 (+8), Survival 4 (+8), Swim 2 (+2)

Feats: Attack Focus (ranged) 2, Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Equipment 4, Evasion, Improved Aim, Master Plan, Precise Shot, Quick Draw (draw), Teamwork 2, Ultimate Save (Will)

Powers: Nullify 8 (all powers at once; *Extras:* Duration [Concentration], Range [Perception]; *Flaws:* Limited to machines, Side Effect [**Stun 8**])

Equipment: Binoculars, Blaster Pistol (**Blast 5** [*Drawbacks:* Non-Lethal[1]]), Body Armor (**Protection 3**), Flashlight, Flash Goggles, Gas Mask, Mini-Tracer, Multi-Tool, Night-Vision Goggles, Rebreather

Combat: Attack +9, +11 (ranged), Grapple +9, Damage +0 (unarmed), +5 (blaster), Defense +10 (+4 flat-footed), Knockback -3, Initiative +2

Totals: Abilities 20 + Skills 13 + Feats 19 + Powers 24 + Combat 34 + Saves 10 = 120

Her family gone, Hope joined the Resistance, intending to destroy the Nazis or die trying. Fortunately Lilith, the leader of the Resistance, recognized the teen's suicidal streak and managed to convince her to go with Tomas Morgen to Earth-Prime to learn how to better use her powers.

Coming to Claremont has done nothing to dampen Hope's desire to gain revenge. She pushes herself to the limit constantly, figuring the sooner she graduates, the sooner she can return to Erde. Hope has no friends and wants none; why get involved with people who won't be helping her free her homeworld? But the truth is she's jealous of the fact that people here have it so much better than the folks back home – it just isn't fair. She tries to keep these feelings to herself, but when she runs into those, such as Clarence Beaudrie (Battlecry) and Daisy Gibbons (Student Body), who take their roles as heroes less than seriously, she just can't help letting them know about it.

Powers and Abilities

Hope is potentially able to render any machine she can see inoperative, but only at significant personal risk. Knowing this Hope only uses her power freely with teammates she trusts; in any other situation it is a last resort.

CARYATID

POWER LEVEL 8

Real Name: Francoise Gravois	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Anti-Earth
Height: 5'6"	**Eyes:** Blue
Weight: 130 lbs.	**Hair:** Black

STR	DEX	CON	INT	WIS	CHA
+6*/+0	+1	+2	+2	+2	+0
22*/10	12	14	14	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8**/+2	+5	+0	+4

* solid form, ** Impervious, solid form

Skills: Concentration 6 (+8), Intimidate 4 (+4), Knowledge (earth sciences) 4 (+6), Sense Motive 2 (+4)

Feats: Attack Specialization (unarmed) 2, Power Attack

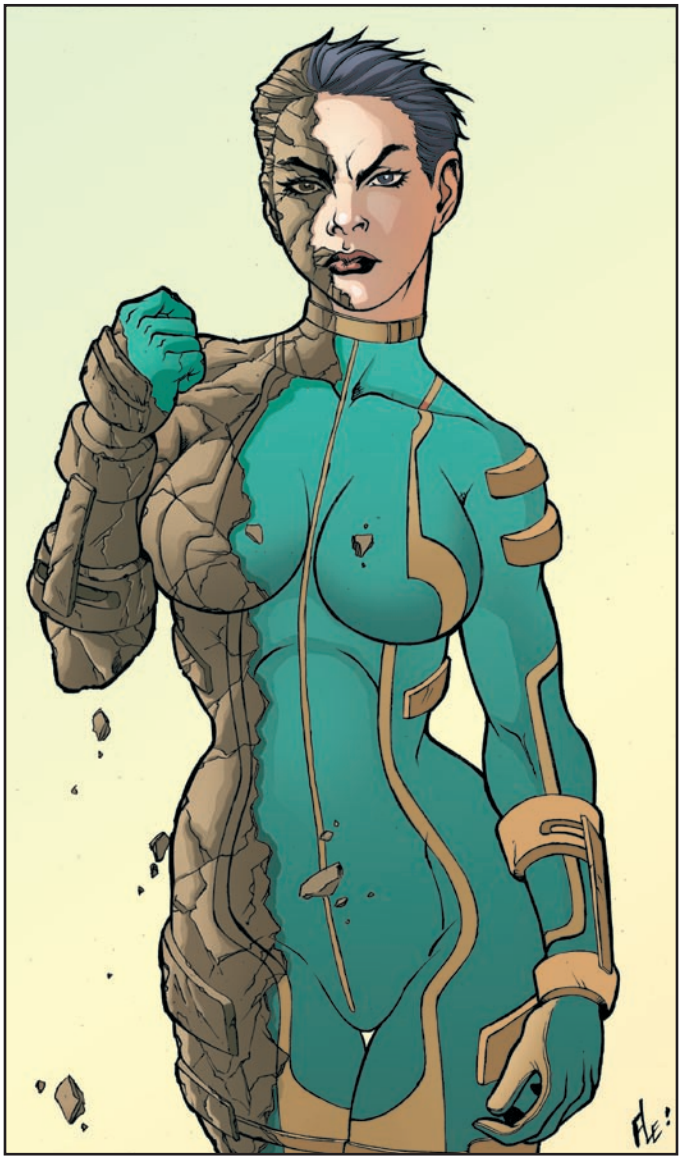
Powers: Earth Control 12 (*Heavy Load:* 50 tons; *Alternate Powers:* **Blast 8** [*Extras:* Range (Perception)], **Create Object 8** [*Extras:* Range (Perception)], **Snare 8** [*Extras:* Range (Perception)], **Snare 6** [*Extras:* Area (Burst), Range (Perception)], **Snare 6** [*Extras:* Constricting[1], Range (Perception)], **Snare 6** [*Extras:* Suffocating[1], Range (Perception)])
Solid Form 6 (sustained)**: Density 6** (provides +12 Strength, **Impervious Toughness 3**, **Immovable 2**, **Super-Strength 2** [*Heavy Load:* 1,925 lbs], x5 mass), **Immunity 9** (life support), **Protection 3**

Combat: Attack +6, +10 (unarmed), Grapple +14*/+6, Damage +6* (unarmed), +8 (blast), Defense +8, Knockback -7*/-1, Initiative +1
*solid form

Totals: Abilities 14 + Skills 4 + Feats 3 + Powers 60 + Combat 28 + Saves 10 = 150

[1] see Appendix A

Nature or nurture is a question normally reserved for academics. But for Mind-Master, Anti-Earth's lone superhero, it is a much more practical matter. For in a world ruled by villainy, the lone voice for good must grasp at any faint hope, even if such it lies in the next generation of supervillains training at the Tyranny Syndicate's Academy. And so Mind-Master carefully laid traps for the Academy's students, capturing, interrogating, and discarding them until he came to one who was not beyond redemption.



Her he kept, stripping away the Syndicate's conditioning and molding her in his own ideals. But the Syndicate would not rest in their search for her and Mind-Master was reluctantly forced to send her away.

For Francoise, Earth-Prime is a paradise. Here peers are friends instead of ruthless competitors and teachers treat her with kindness and respect instead of condescension and pain. To be certain, it took Francoise a while to realize her new environment was for real, but now that she has, you can't tell her from any of the other students. Unfortunately for Mind-Master's plans, Francoise has no intention of returning to Anti-Earth; she won't spend her most likely short life in a hopeless struggle. In fact, she'd rather die than go back.

Powers and Abilities

Francoise can manipulate earth and natural minerals and alter her body's physiology to the same. Thanks to her previous training, Francoise is a ruthless combatant; her teachers at the Academy didn't play around, and neither did she. Such an approach is not appropriate for her new home, however, and Francoise has begun working on alternate applications of her powers along with an equivalent mindset. That's not to say she's gone soft; when pushed too far she's still quite capable of tapping into her brutal streak.

EMISSARY

POWER LEVEL 8

Real Name: Xymert	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Utopian
Height: 6'0"	**Eyes:** Brown
Weight: 195 lbs.	**Hair:** Black

The oldest son of Counselor Sarlyn, the famed Golden Age Envoy, Xymert grew up listening to his father's stories about the outside world and wished he too could experience such things. His chance came when his father learned of Claremont Academy. Knowing Claremeont held both promise and threat for the wider world, including Utopia, and that the Council would never see this, Sarlyn smuggled a willing Xymert out of Utopia.

Both honored and excited at first, Xymert has begun to think better of things since his arrival. A teenager without country or family, Xymert is increasingly homesick. His homesickness is increased by the complex social environment at Claremont – to someone coming from an open and honest society, the power-plays and judgments of the high school social scene are quite a shock. Xymert is also doubting whether he is good enough to be at Claremont, both because he could not prove himself against his fellow Utopians like his father, and also because so many of his peers have incredible powers.

All this makes Xymert withdrawn and cautious; he has few friends and consistently performs below his abilities. The staff has noticed his problems, and Gabriel Marquez and Alan Archer are currently trying to come up with a program to help Xymert grow into the hero they know he can become.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+2	+3
18	18	18	16	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*	+7	+7	+6

* Flat-footed

Skills: Acrobatics 8 (+12), Computers 6 (+9), Concentration 6 (+8), Diplomacy 4 (+7, +11 with Attractive), Knowledge (technology) 6 (+9), Knowledge (popular culture) 4 (+7), Language 4 (English, Hindustani, Mandarin, Spanish), Notice 4 (+6), Stealth 4 (+8), Survival 4 (+6), Swim 2 (+6)

Feats: Accurate Attack, Acrobatic Bluff, Attack Focus (melee) 2, Attack Specialization (orichalcum chain), Attractive, Blind-Fight, Defensive Roll 2, Dodge Focus 2, Eidetic Memory, Endurance, Evasion, Improved Initiative, Improved Throw, Instant Up, Jack-of-all-Trades, Stunning Attack, Trance

Powers: Device 2 (orichalcum chain, easy to lose): **Strike 2** (*Power Feats:* Extended Reach 3 [20 ft.], Improved Disarm, Improved Trip, Mighty, Thrown, Split Attack[1]), **Immunity 2** (aging, disease; *Flaws:* Limited to half effect), **Super-Strength 1** (*Heavy Load:* 600 lbs.)

Combat: Attack +6, +8 (melee), +10 (orichalcum chain), Grapple +13, Damage +4 (unarmed), +6 (orichalcum chain), Defense +10 (+4 flat-footed), Knockback -3, Initiative +9

Totals: Abilities 40 + Skills 13 + Feats 20 + Powers 9 + Combat 28 + Saves 10 = 120

[1] see Appendix A

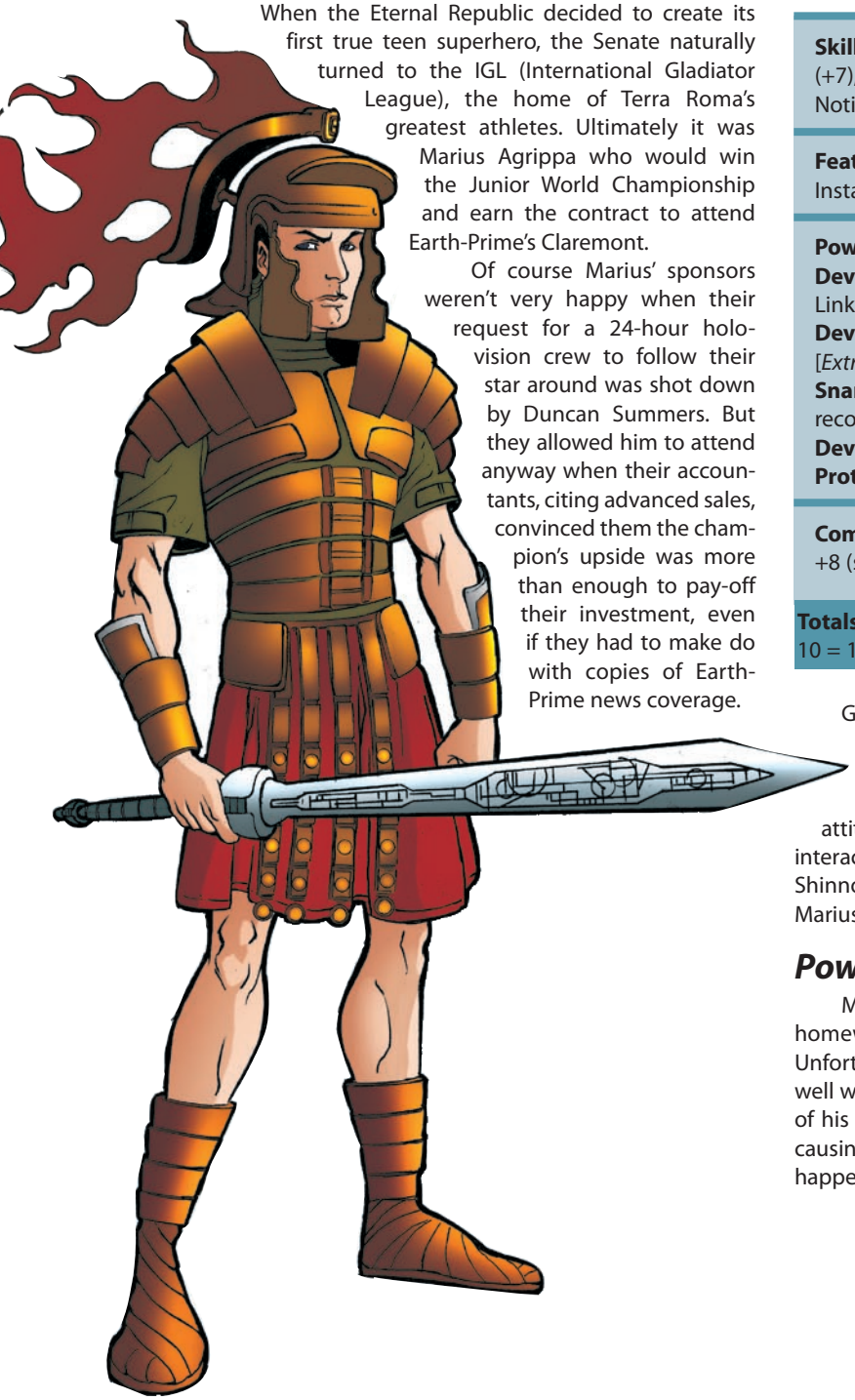
Powers and Abilities

Despite his problems, Xymert has the stuff of which heroes are made. He is physically and mentally gifted, and his father's training has made him a potentially very effective combatant, especially with his orichalcum chain. More importantly, Xymert is a truly honest and caring person, always willing to help others. Unfortunately, until Xymert can overcome his lack of self-confidence and homesickness, he will continue to underperform.

GLADIATOR

POWER LEVEL 8

Real Name: Marius Agrippa	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Terra Roma
Height: 5'10"	**Eyes:** Blue
Weight: 195 lbs.	**Hair:** Blond



When the Eternal Republic decided to create its first true teen superhero, the Senate naturally turned to the IGL (International Gladiator League), the home of Terra Roma's greatest athletes. Ultimately it was Marius Agrippa who would win the Junior World Championship and earn the contract to attend Earth-Prime's Claremont.

Of course Marius' sponsors weren't very happy when their request for a 24-hour holo-vision crew to follow their star around was shot down by Duncan Summers. But they allowed him to attend anyway when their accountants, citing advanced sales, convinced them the champion's upside was more than enough to pay-off their investment, even if they had to make do with copies of Earth-Prime news coverage.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+3	+3	+3
18	16	18	16	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8*/+4**	+8	+6	+6

* Impervious, ** without armor

Skills: Acrobatics 4 (+8), Climb 4 (+8), Computers 4 (+7), Diplomacy 4 (+7), Knowledge (tactics) 4 (+7), Language (English), Medicine 3 (+6), Notice 4 (+7), Perform (acting) 4 (+7), Swim 4 (+8)

Feats: Acrobatic Bluff, All-Out Attack, Defensive Attack, Evasion, Instant Up, Power Attack, Takedown Attack 2

Powers:
Device 1 (helmet, hard to lose): **Super-Senses 5** (Communication Link, Direction Sense, Extended Vision [x10], Infravision, Ultravision)
Device 3 (gladius, easy to lose): **Blast 6** (*Alternate Powers:* **Blast 4** [*Extras:* Autofire], **Strike 4** [*Extras:* Penetrating 7; *Power Feats:* Mighty], **Snare 8** [*Power Feats:* Tether; *Flaws:* Limited to one target until net is recovered])
Device 2 (armor, hard to lose): **Concealment 2** (sight; *Flaws:* Partial), **Protection 4** (*Extras:* Impervious)

Combat: Attack +8, Grapple +12, Damage +4 (unarmed), +6 (blast), +8 (strike or snare), Defense +8, Knockback -6, Initiative +3

Totals: Abilities 40 + Skills 9 + Feats 8 + Powers 21 + Combat 32 + Saves 10 = 120

Given this background, is it any surprise Marius is full of himself? Not only does he believe he is better than everyone around him, but he's also got an obvious chip on his shoulder about superpowers ("Who couldn't be a superhero with superpowers?"). This attitude doesn't win him many friends at Claremont. When he does interact with his peers, it's inevitably with other "normal" students such as Shinnosuke Koyama (L33T), Samot (Crater), and Elite. While they tolerate Marius, none of them would consider him their friend.

Powers and Abilities

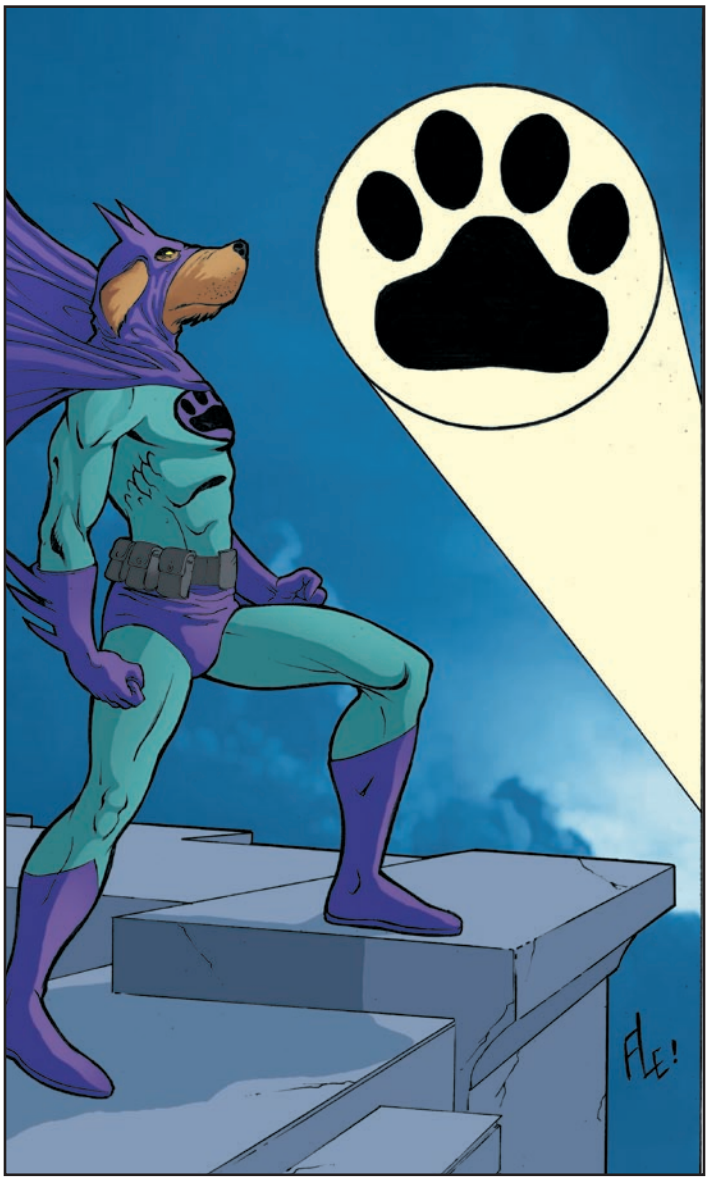
Marius' high physical and mental qualities, combined with his homeworld's advanced technology, make for a solid combination. Unfortunately, while very good in solo action, Marius just doesn't play well with others (he's got his own shoe line, after all). In fact, he'll go out of his way to show up his teammates (especially super-powered ones), causing all sorts of problems. And his behavior gets even worse if there happen to be cameras around.

MYSTERY MUTT — POWER LEVEL 8

Real Name: Rex Hound	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Ani-Earth
Height: 6'1"	**Eyes:** Brown
Weight: 185 lbs.	**Fur:** Brown

Tormented tomatoes! Rex Hound, Furrydom's own Pup Wonder, was transported to Earth-Prime while saving his mentor, none other than the famed Caped Canine himself, from Doc Okapi's Dimensional Scrambler!

Fortunately for our hero, he managed to make his way to this strange world's version of Catamount Academy and now spends his days as a mild-mannered talking dog student by day, crime-fighting canine by night until he can figure out a way to get back.



STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+2	+2	+4
12	14	14	14	14	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*/+2**	+5	+6	+5

* flat-footed, ** without costume

Skills: Acrobatics 6 (+8), Bluff 6 (+10), Climb 6 (+7), Disable Device 6 (+7), Gather Information 6 (+10), Intimidate 6 (+10), Investigate 6 (+8), Knowledge (streetwise) 6 (+8), Notice 6 (+8), Search 6 (+8), Sense Motive 6 (+8), Stealth 6 (+8)

Feats: Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Equipment 2, Evasion, Fearsome Presence (howl) 3, Move-By Attack, Power Attack, Redirect, Sneak Attack, Teamwork

Powers: Concealment 10 (all senses; *Flaws:* Limited to shadows), **Super-Senses 4** (Low-Light Vision, Scent, Track, Ultra-Hearing)

Equipment: Costume (**Protection 2**), Big Bone (**Strike 3** [*Power Feats:* Mighty, Ricochet 2, Subtle (pulls it out from behind his back), Thrown])

Combat: Attack +10, Grapple +11, Damage +1 (unarmed), +3 (unarmed sneak attack), +4 (big bone), +6 (big bone sneak attack), Defense +10 (+4 flat-footed), Knockback -3, Initiative +4

Totals: Abilities 26 + Skills 18 + Feats 16 + Powers 14 + Combat 36 + Saves 10 = 120

To say it's been an adjustment is an understatement. Everything on Earth-Prime is so serious! For example, on Ani-Earth you smash a miscreant's skull with your brachiosaurus femur and there's a brief flash, followed by chirping birds circling a growing lump. Here, there's a sickening crack and stomach-churning blood. Still, crime is crime and doing good is the same on both worlds, even if it does mean you have to wear body armor and visit the vet more frequently.

Despite being away from home, Rex is generally a happy puppy. There are plenty of new things to sniff out and everything is so familiar yet different, which keeps everything interesting. Rex occasionally has trouble suppressing his canine instincts (fetching a grenade is a bad idea, as was the regrettable incident with the mailman . . .), but otherwise he's fitting in just fine.

Powers and Abilities

Rex is a pretty good detective. It helps he literally has a nose for clues and can move unseen in the shadows, but ultimately it's due to the superb education and training provided by his mentor. Unfortunately, most people on Earth-Prime don't take a cartoon canine seriously (treat this as a setback for interaction skills). But, being a young dog, Rex is learning to deal with that sort of thing. Now if he could just do something about the anti-toon dating prejudice his fellow students seem to have . . .

PROMETHEUS

POWER LEVEL 8

Real Name: Unknown	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** The Terminus
Height: 7'0"	**Eyes:** Black
Weight: 400 lbs.	**Hair:** Unknown

STR	DEX	CON	INT	WIS	CHA
+5	+0	+5	-1	+0	+0
20	11	20	9	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8*	+9/+11**	+3	+3/+5**

* 3 Impervious, ** raging

Skills: Intimidate 6 (+6), Notice 2 (+2)

Feats: Endurance, Fearless, Fearsome Presence 5, Interpose, Rage 2 (+4 Str, +2 Fort/Will, -2 Def for 10 rounds), Second Chance (mind control), Startle (Intimidate)

Powers: Device 11 (power armor, hard to lose): **Blast 7**, **Flight 4** (100 MPH), **Immunity 9** (life support), **Protection 3** (*Extras:* Impervious), **Sensory Shield 5** (all senses), **Super-Senses 8** (Communication Link, Darkvision, Direction Sense, Distance Sense, Low-Light Vision, Radio, Time Sense)

Combat: Attack +9, Grapple +14 (+16 raging), Damage +5 (unarmed), +7 (raging unarmed or blast), Defense +8 (+6 raging), Knockback -5, Initiative +0

Drawbacks: Weakness (when armor is destroyed/removed or breached by a critical hit, -1 drain on all ability scores per hour, 2 points)

Totals: Abilities 20 + Skills 2 + Feats 12 + Powers 44 + Combat 34 + Saves 10 – Drawbacks 2 = 120

Daedalus examined scores of dead Omegadrones after the Terminus Invasion and discovered that, rather than being the machines or clones, their ranks were made up of numerous different species. Intrigued, Daedalus searched for a living example, and when Foreshadow managed to capture one, the immortal inventor examined it. But his examination brought about an ethical dilemma: Daedalus believed he could undo the Omegadrone process, but the Omegadrone wanted no part of this.

Ultimately, Daedalus decided he had to try, believing he was acting in the Omegadrone's best interest. Naming his charge Prometheus, Daedalus went to work, but the changes wrought by Omega's design proved too great to be completely undone – Prometheus would forever be encased in his armor, and the process to restore his sense of self would be long and difficult, if it could succeed at all. Realizing Prometheus needed more than just himself as a teacher and companion, Daedalus enrolled him at Claremont.

At Claremont, Prometheus is still unsure of himself and he's having a difficult time getting used to the environment. This is especially true in the social arena, where he often makes embarrassing mistakes and his innocence leaves him open to exploitation and domination. Daedalus knows Prometheus is having a tough time, especially as he does not learn as quickly as his classmates, but if his charge is ever to become truly independent, the inventor has to stay out of it.

Powers and Abilities

Prometheus is not only dependent upon his armor for his powers but for his very life. This, combined with his awkwardness and shyness, makes the hulking student a very reluctant combatant. He's also having a tough time with the concepts of tactics and teamwork, which doesn't endear him to those assigned to team up with him. Finally, should someone Prometheus likes get hurt or otherwise be threatened, the former Omegadrone goes into an out-of-control rage and does everything he can to punish the offender.

RAPTOR

POWER LEVEL 8

Real Name: Falcus	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** The Aerie
Height: 6'7"	**Eyes:** Brown
Weight: 135 lbs.	**Hair:** White and tan feathers

The history between Avians and humans is not exactly a cordial one. Although they would like nothing better than to be left alone, the Avian elders know that an increasingly crowded world makes further contact with humanity inevitable. And, despite what warriors such as Talona believe, it is better to initiate such contact under Avian terms.

And so the young Avian warrior Falcus has been sent to Claremont in an effort to increase understanding between the two races. Falcus is not happy about this. Like all Avians, he has been taught not only to mistrust humans, but that Avians are inherently superior to the "walkers". But one does not disobey the elders.

At Claremont, Falcus is aloof and unapproachable. Beyond his obvious prejudices, he hates sitting in a classroom, and cannot relate to his classmates' fascination with technology. One of the few students at Claremont who would understand the vast cultural gulf between the agrarian Aerie and the modern human world is Aeron Gwynn (Druid), but he's still a human. The staff hopes that, in time, Falcus will lose his prejudices, but it's not looking good so far.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+1	+2	+3
16	16	16	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3*	+6	+7	+5

* without breastplate

Skills: Concentration 4 (+6), Intimidate 6 (+9), Medicine 4 (+6), Notice 6 (+8), Search 4 (+5), Stealth 6 (+9), Survival 6 (+8)

Feats: Accurate Attack, Distract (Intimidate), Dodge Focus 2, Elusive Target, Endurance, Evasion, Equipment 2, Fearsome Presence 4, Improved Grab, Minion 3[1] (Whitewing), Startle, Takedown Attack, Track, Ultimate Aim, Uncanny Dodge (visual)

Powers: Comprehend 2 (speak to and understand avians), **Flight 2** (25 MPH; *Power Feats:* Fast Overrun, Improved Overrun, Move-By Action, Power Attack), **Strike 1** (claws; *Power Feats:* Mighty), **Super-Senses 2** (Extended Vision, Low-Light Vision)

Equipment: Breastplate (**Protection 3**), Spear (**Strike 3** [*Power Feats:* Improved Critical (19-20), Mighty, Thrown 2])

Combat: Attack +10, Grapple +13, Damage +3 (unarmed), +6 (spear), Defense +10 (+4 flat-footed), Knockback -3, Initiative +3

Drawbacks: Power Loss (Flight, if wings are restrained, 1 point)

Totals: Abilities 30 + Skills 9 + Feats 22 + Powers 14 + Combat 36 + Saves 10 – Drawbacks 1 = 120

[1] see Appendix B

Powers and Abilities

Falcus is an accomplished hunter and warrior. He prefers to fight from the air, but can hold his own on the ground, and will choose whatever appears advantageous at the time. Falcus can communicate with them, and few things happen anywhere a bird is not around to see them.

WHITEWING (EAGLE) POWER LEVEL 4/MINION RANK 3

Str 6	Dex 16	Con 10	Int 2	Wis 14	Cha 6

Skills: Notice 8 (+10), Stealth 8 (+19)

Powers: Flight 2 (25 MPH), **Shrinking 8** (provides -8 Str, -2 Toughness, Tiny size; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Strike 1** (talons), **Super-Senses 2** (Extended Vision, Low-Light Vision)

Combat: Attack +7, Grapple -5, Damage +1 (talons), Defense +7, Knockback +3, Initiative +3

Saving Throws: Toughness -2, Fortitude +4, Reflex +7, Will +6

Drawbacks: Disability (mute, very common, moderate, 4 points), Disability (no hands, very common, moderate, 4 points), Power Loss (Flight, if wings are restrained, 1 point)

Totals: Abilities 2 + Skills 4 + Powers 16 + Combat 20 + Saves 12 – Drawbacks 9 = 45

SLEET-SARU

POWER LEVEL 8

Real Name: Sachi Nakamura	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Earth-Ape
Height: 5'2"	**Eyes:** Brown
Weight: 105 lbs.	**Fur:** Brown and white

Hailing from the Earth-Ape nation of Jape-an, Sachi Nakamura is the first student in an exchange program between Claremont and its Earth-Ape counterpart, Claremonkey Lyceum. Although most of the Lyceum's students literally jumped (and hooted, and hollered) at the opportunity to visit Earth-Prime, in the end Sachi was chosen as she was seen as being the most "acceptable" to humans – the young macaque's softer features, short tail, and relative maturity (read: least likely to fling poop, try to groom humans, or jump up and down on her desk when things don't go her way) set her apart from her fellow apes.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+1	+2	+2
12	18	14	12	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+6*/+2**	+5	+7	+6

* flat-footed, ** without force field

Skills: Climb 4 (+8), Concentration 6 (+8), Craft (artistic) 4 (+5), Escape Artist 2 (+6, +18 with ice armor), Language (English), Notice 3 (+5)

Feats: Accurate Attack, Attack Focus (ranged) 2, Agile Climber[1], Defensive Roll 2, Disarming[1] (kawaii) 5, Environmental Adaptation (arctic), Trance

Powers: Blast 9 (ice shards; *Alternate Powers:* **Blast 6** [cold breath; *Extras:* Area (Cone), Fortitude Save; *Flaws:* Range (Touch)], **Create Ice Object 9**, **Environmental Control 6** [intense cold, hamper movement to 1/4, -4 modifier on Notice and Search checks in a 500-foot radius; *Flaws:* Range (Touch)], **Snare 9**, **Trip 6** [ice patch; *Extras:* Duration 2 (Sustained)], **Trip 6** [ice sheet; *Extras:* Area (Burst), Duration 2 (Sustained); *Flaws:* Range (Touch)]); **Force Field 4** (ice armor; Linked **Enhanced Skill 3** [Escape Artist 12]); **Immunity 7** (cold damage, slippery surfaces); **Super-Movement 1** (Trackless [*Flaws:* Limited to ice and snow]); **Super-Senses 3** (Infravision, Low-Light Vision, Scent)

Combat: Attack +5, +7 (ranged), Grapple +6, Damage +1 (unarmed), +6 (cold breath), +9 (ice shards), Defense +8, Knockback -4, Initiative +4

Totals: Abilities 24 + Skills 5 + Feats 13 + Powers 42 + Combat 26 + Saves 10 = 120

[1] see Appendix A

The knowledge she represents all ape-kind has resulted in some unfortunate adjustment problems for Sachi. Already quiet and polite, Sachi has become even more so at Claremont, lest she reflect badly upon her fellow apes. As a result, she spends her days trying to blend into the background, avoiding contact with peers and faculty as much as possible, and becoming embarrassed when someone notices her. Some of her fellow students have tried to get Sachi to come out of her shell, but with no real success so far. It's not that Sachi doesn't want to be more involved, she just can't shake her sense of responsibility, a sense of responsibility which is, ironically, keeping her from fulfilling the goal of the exchange program.

Powers and Abilities

Sachi is a mutant with the power to reduce the kinetic energy of air molecules to generate various localized ice- and snow-based effects. While competent and conscientious on solo missions, Sachi relegates herself to a supporting role during team missions, often fading into the background to such a degree her teammates forget she is with them.

Real Name: Edet Cherono	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Dakana
Height: 5'7"	**Eyes:** Brown
Weight: 140 lbs.	**Hair:** Brown

STR	DEX	CON	INT	WIS	CHA
+6/+0	+6/+0	+6/+1	+1	+1	+1
22/10	22/10	22/12	12	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6*	+9	+9	+5

* Impervious

Skills: Computers 3 (+4), Intimidate 4 (+5), Language (English), Sense Motive 4 (+5)

Feats: Attack Specialization (cosmic energy control), Dodge Focus 2, Power Attack

Powers: Cosmic Energy Control 8 (*Alternate Powers:* **Dazzle 4** [dynamic, visual; *Extras:* Aura, Duration 2 (Sustained); *Flaws:* Range (Touch)], **Dazzle 8** [dynamic, visual], **Healing 8**, **Insubstantial 3** [*Power Feats:* Selective], **Light Control 8** [dynamic, 1,000 ft. radius]), **Enhanced Constitution 10** (Linked **Impervious Toughness 6**), **Enhanced Dexterity 12**, **Enhanced Feats 2** (Diehard, Endurance), **Enhanced Strength 12**, **Immunity 4** (cold, disease, heat, poison)

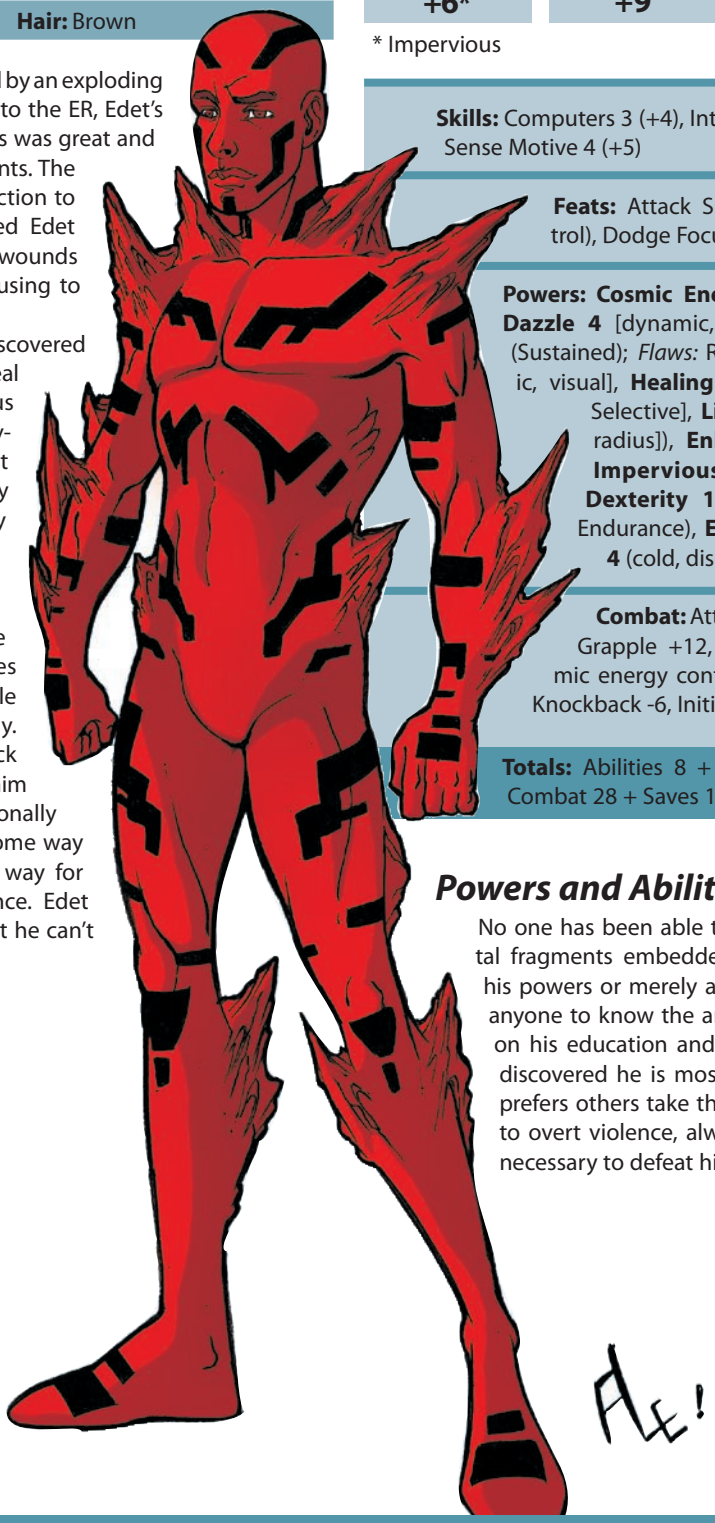
Combat: Attack +6, +8 (cosmic energy control), Grapple +12, Damage +6 (unarmed), +8 (cosmic energy control), Defense +10 (+4 flat-footed), Knockback -6, Initiative +6

Totals: Abilities 8 + Skills 3 + Feats 4 + Powers 67 + Combat 28 + Saves 10 = 120

Edet Cherono was almost killed by an exploding shipment of daka crystals. Rushed to the ER, Edet's prognosis was poor – his blood loss was great and his body riddled with daka fragments. The doctors were still debating what action to take when a groggy and confused Edet suddenly rose from the gurney, his wounds healing and the daka fragments fusing to his body.

In the ensuing months Edet discovered the crystals did much more than heal him – they gave him tremendous powers. During this time of discovery King M'Balla was a frequent visitor, talking often with the boy about his powers and eventually suggesting Edet attend Claremont Academy to receive proper training in the use of his gifts.

Despite some initial reluctance at leaving home, Edet really likes being at Claremont; he is an affable young man and makes friends easily. When he does get homesick, a quick video chat with his parents cheers him right up. The only thing that occasionally troubles Edet is a feeling that in some way his attendance at Claremont is a way for King M'Balla to ease his conscience. Edet doesn't know why he feels this, but he can't shake it.



Powers and Abilities

No one has been able to determine whether the daka crystal fragments embedded in Edet's body are the source of his powers or merely a channel. While Edet is as curious as anyone to know the answer, for the time being he focuses on his education and training. Through training Edet has discovered he is most comfortable in a support role and prefers others take the lead on missions. He is also averse to overt violence, always using the least amount of force necessary to defeat his opponents.

ZARANA

POWER LEVEL 8

Real Name: Susanna Challenger	
Identity: Secret	**Occupation:** Student
Base of Operations: Claremont Academy, Freedom City	**Nationality:** Lost World
Height: 5'11"	**Eyes:** Blue
Weight: 155 lbs.	**Hair:** Black

STR	DEX	CON	INT	WIS	CHA
+2	+7	+3	+0	+2	+2
14	24	16	10	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+3*	+7	+10	+5

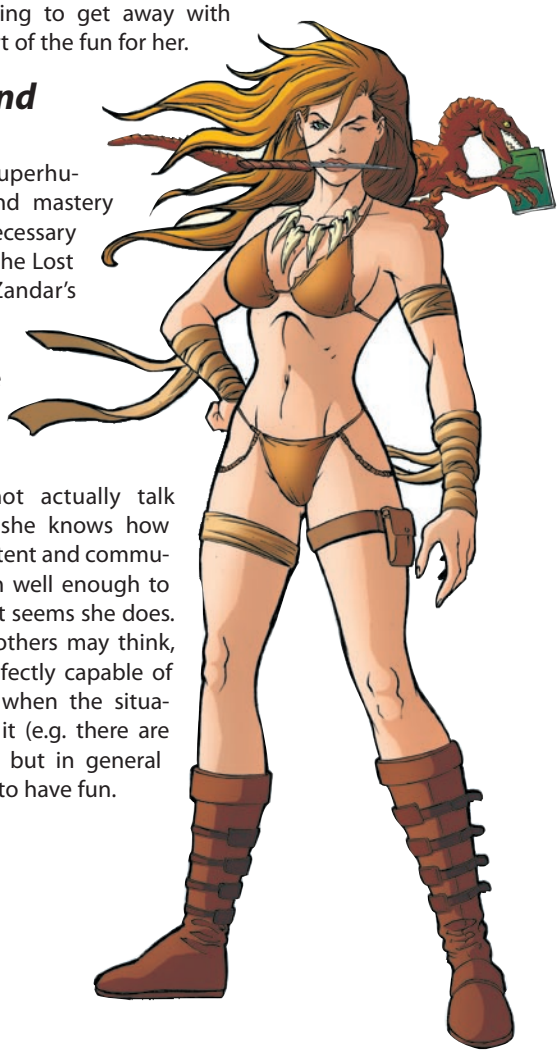
* flat-footed

Educated on Earth, Zandar thought it only natural his daughter should have the same advantage. So he enrolled Susanna in the top boarding school in England – she lasted less than a month. Three additional schools and expulsions later, Zandar was beginning to despair. Then he heard about Claremont Academy, a place he was assured would be able to handle his daughter's energetic self-expressions. Although it meant his daughter wouldn't get a good English education, Zandar nevertheless enrolled her.

Susanna is a true free spirit and coming to Claremont has done little to change that. She is notorious for wearing distracting clothing ("but this is what I wear at home"), skipping class ("it's such a pretty day"), and sneaking her pet microraptor into class ("he misses me"). Of course she understands perfectly well such behavior isn't appropriate, but trying to get away with things is all part of the fun for her.

Powers and Abilities

Almost superhuman agility and mastery of the skills necessary for survival in the Lost World mark Zandar's daughter as someone to respect despite her lack of superpowers. Although Susanna cannot actually talk with animals, she knows how to read their intent and communicate her own well enough to where it almost seems she does. Despite what others may think, Susanna is perfectly capable of being serious when the situation demands it (e.g. there are lives at stake), but in general she just wants to have fun.



Skills: Acrobatics 8 (+15), Climb 8 (+10), Handle Animal 8 (+10), Language 6 (English, Latin, Quechua, plus 3 tribal languages), Notice 8 (+10), Sense Motive 4 (+6), Stealth 8 (+15), Survival 10 (+12), Swim 8 (+10)

Feats: Acrobatic Bluff, Animal Empathy, Attack Focus (melee) 3, Agile Climber[1], Defensive Roll 2, Dodge Focus 2, Endurance, Equipment 1, Evasion, Environmental Adaptation (jungle), Favored Environment (jungle), Grappling Finesse, Luck, Minion 4[2] (Squeaker), Move-By Attack, Sneak Attack, Track

Powers: Leaping 1 (x2), **Super-Movement 3** (Slow Fall, Sure-Footed, Swinging)

Equipment: Knife (**Strike 1** [*Power Feats:* Improved Critical (19-20), Mighty, Thrown])

Combat: Attack +7, +10 (melee), Grapple +17, Damage +2 (unarmed), +3 (knife), +4 (unarmed sneak attack), +5 (knife sneak attack), Defense +10 (+4 flat-footed), +1 attack or dodge bonus in jungle, Knockback -2, Initiative +7

Totals: Abilities 32 + Skills 17 + Feats 24 + Powers 7 + Combat 30 + Saves 10 = 120

[1]see Appendix A, [2]see Appendix B

SQUEAKER (MICRORAPTOR) PL 4/MINION RANK 4

Str 6	Dex 22	Con 10	Int 2	Wis 16	Cha 6

Skills: Notice 8 (+11), Stealth 4 (+18)

Powers: Leaping 1 (x2), **Shrinking 8** (provides -8 Str, -2 Toughness, Tiny size; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Strike 1** (bite or claw), **Super-Senses 4** (Low-Light Vision, Scent, Track, Ultra-Hearing)

Combat: Attack +7, Grapple -5, Damage +1 (bite or claw), Defense +7, Knockback +3, Initiative +6

Saving Throws: Toughness -2, Fortitude +5, Reflex +11, Will +8

Drawbacks: Disability (mute, very common, moderate, 4 points), Disability (no hands, very common, moderate, 4 points)

Totals: Abilities 10 + Skills 3 + Powers 15 + Combat 20 + Saves 15 – Drawbacks 8 = 55

Appendix A

The following feats and power modifiers are taken from various sources and are included here for your convenience.

Drawbacks

Non-Lethal

You can only inflict non-lethal damage with your effect, which may limit its usefulness in some situations. In particular, objects are unaffected by non-lethal damage. 1 point.

Extras

Constricting +1

If you successfully bind (not entangle) your target the snare constricts and tightens, inflicting non-lethal damage to the target equal to half the Snare's rank on each of your rounds.

Suffocating +1

If you successfully bind (but not entangle) a target, the snare covers or blocks the target's breathing passages. Victims can hold their breath, after which they begin suffocating. Note this is not the same as the Suffocation effect, which causes victims to begin suffocating immediately and does not allow them to hold their breath.

Feats

Agile Climber Skill

You can use your Dexterity bonus rather than your Strength bonus to make Climb checks. You still lose your dodge bonus while climbing.

Disarming Fortune, Ranked

It started with Mom and Dad, the way you could wrap them around your little finger with a doleful puppy-dog stare. You're cute and innocent looking and when you want to, you can make villains really nervous about hitting you. Oh they'll blast you if they have to – they are evil after all – but they're likely to pull their punch because attacking you is like blasting away at Thumper or a Tribble.

By spending a hero point, you can direct this innocent charm at one villain, forcing the miscreant to make a Will save (DC 10 + rank). If the villain fails, he still attacks, but he "pulls" his punch, reducing his attack's rank by the amount the save failed. The effect lasts until you attack and hurt the villain. If the save succeeds or you attack and hurt the villain he cannot be affected by the Disarming feat for the rest of that encounter.

Split Attack and Mighty

When using the Split Attack power feat with the Mighty power feat the total damage is split among the targets. For example, a character with 18 Strength (+4 Strength bonus) and Strike 2 (Mighty, Split Attack) would divide the total 6 melee damage among the two targets when using split attack (i.e. 3/3, 2/4, or 1/5).

Appendix B

Whitewing and Squeaker

Whitewing and Squeaker are intended primarily as character "color"; they are not intended to take an active role in adventures beyond the occasional (and timely) nip to a villain's heel or strafing of a villain's head.

If you want the two pets to play a more active role, such as consistently fighting alongside their owners, they should be given the Heroic extra (see ***M&M*** p. 101) to make them more durable. Of course the necessary points need to come off their owners' points if they are used as player characters.

You can also turn them into true SPPs (see ***Hero High*** p. 87-90), although that will cost some additional points. Still, having Squeaker turn into a full-size Velociraptor (see Ronin Arts' *Superline #5: Dinosaurs* for stats on the Velociraptor and several other dinosaurs) or giving Whitewing mystical air-related powers just might be worth it.

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